```
; DEMONSTRATION OF CX-85 KEYPAD INTERRUPT HANDLER
;FLORA P. NG 3/08/82
; This keypad interrupt handler detects and handles all
; keys pressed on a CX-85 keypad plugged into port 2.
; This is assembled using Atari Macro Assembler.
TIMER
      EQU
               $30
TIMER1 EQU
               6
START EQU
             $9 ;START MASK
SELECT EQU
             $A ;SELECT MASK
OPTION EQU
             $C ;OPTION MASK
BPOT EQU
             $08 ;BPOT BIT MASK
             $224 ; VERTICAL BLANK INTERRUPT
VVBLKD EQU
STRIG1 EQU
             $285 ;TRIGGER 1
ATTRACT EQU
             $4D ;ATTRACT MODE FLAG
             $2FC ; KEYBOARD CODE
СН
      EQU
ALLPOT EQU
             $D208 ;ALL POT STATUS
             $D300 ; PORTA
PORTA EQU
SETVBV EQU
             $E45C ; ROUTINE FOR SETTING VECTORS
DOSINI EQU
               $0C ; WARM START ADDR
CONSOL EQU
               $D01F ; CONSOL SWITCH PORT
               $11 ;BREAK KEY FLAG
BREAK EQU
;LOCATED IN PAGE 6 BUT MAY BE REASSEMBLED ELSEWHERE
; INITIAL ENTRY POINT TO ESTABLISH VBLANK ENTRY
; SYSTEM RESET KEY RESETS VBLANK VECTORS,
; HENCE CHAIN TO DOS INIT
; SAVE VALUE IN DOSINI
       ORG
             $600
COLDST: LDA
             DOSINI
       STA
             WRMEXT+1
       LDA
              DOSINI+1
       STA
               WRMEXT+2
; REPLACE DOSINI WITH WARMST
              #LOW WARMST
       LDA
       STA
             DOSINI
               #HIGH WARMST
       TIDA
       STA
               DOSINI+1
; CHAIN KEYPAD INTO DEFERRED VBLANK PROCESSING
; SAVE VVBLKD FOR KEYPAD EXIT POINT
KPADVBI: LDA
               VVBLKD
       STA
             EXIT+1
```

```
LDA VVBLKD+1
       STA
             EXIT+2
; REPLACE VVBLKD WITH KEYPAD ENTRY POINT
      LDY
             #LOW KPAD
       LDX
             #HIGH KPAD
       LDA
             #7 ; DEFERRED VBI
       JSR SETVBV
       RTS
; ENTERED WHEN USER HITS SYSTEM RESET
; REESTABLISH VBLANK VECTOR
WARMST: JSR KPADVBI
WRMEXT: JMP 0 ; CHAIN TO DOSINI
; KEYPAD TRANSLATION TABLE
             $0C,$0C ; FUNCTION 1
KPADTAB: DB
       DB
              $14,$34 ; FUNCTION 2
              $10,$07 ; FUNCTION 3
       DB
       DB
              $18,$26 ; FUNCTION 4
       DB
             $1C,$32 ;0
       DB
              $19,$1F ;1
       DB
             $1A,$1E ;2
              $1B,$1A ;3
       DB
              $11,$18 ;4
       DB
             $12,$1D ;5
       DB
       DB
              $13,$1B ;6
             $15,$33 ;7
       DB
       DB
              $16,$35 ;8
       DB
              $17,$30 ;9
              $1D,$22 ;.
       DB
              $1F,$0E ;-
       DB
       DB
              $1E,$06 ;+ENTER
                     ; END OF TABLE
; ENTERED AT EACH VBLANK TO READ THE KEYPAD
             STRIG1 ; KEY PRESSED?
KPAD: LDA
       BNE
             KPADDM ; EXIT FOR KEY NOT PRESSED
       LDA
             #0 ; RESET ATTRACT MODE
       STA
             ATTRACT
; DETERMINE VALUE OF KEY PRESSED
       LDA PORTA ; READ CABLE PIN OF PORT 2
```

```
LSR A
      LSR
      LSR
            A
      LSR
            A
      STA
            TEMP
            ALLPOT ; READ ALLPOT FOR 5TH CABLE PIN STATUS
      LDA
      AND
            #BPOT ; MASK FOR 5TH PIN
            #BPOT ; COMPLEMENT BIT (O IS VALID)
      EOR
      ASL
                   ; A HAS KEY VALUE
      ORA
            TEMP
      LDY
            #0
                   ; INIT COUNTER
; SCAN TRANSLATION TABLE
                          ; MATCH KEYPAD TABLE ENTRY?
KPADCK: CMP
            KPADTAB, Y
            KPADMAT ; JUMP IF MATCH
      BEQ
                    ; INC TO NEXT ENTRY
      INY
      INY
      LDX
            KPADTAB, Y
                       ;END OF TABLE?
            EXIT ; EXIT FOR END OF TABLE
      BEQ
      BNE
            KPADCK
; KEY VALUE MATCHES
; PUT NEW KEYCODE IN CH AND RESET AUTO-REPEAT
KPADMAT: TAX
                    ; SAVE KEY VALUE
      INY
                    ;GET POKEY KEYCODE
                       ; A HAS KEYCODE
      LDA
            KPADTAB, Y
             #$FF ; VECTOR ROUTINE?
      CMP
            KPADFUN ; EXIT FOR VECTOR ROUTINE
      BEQ
      CMP
            KPADCOD ; SAME AS PRIOR KEYCODE?
      BEO
            KPADSAM ; BRANCH IF SAME
      STA
            KPADCOD ; ELSE STORE NEW KEYCODE
      STA
            СН
      LDA
            #TIMER ; RESET TIMER
      STA
            KPADREP
            EXIT1
      BNE
KPADDM: LDA #$CO ;LOAD DUMMY VARIABLE
      STA
            KPADCOD
EXIT1:
*********
            #1 ; RESET BRK PRESS FLAG
      LDA
      STA
            BRKPRS
********
```

BNE EXIT

```
; SAME AS PRIOR KEY, CHECK AUTO-REPEAT
KPADSAM: LDX KPADREP ; AUTO-REPEAT EXPIRED?
      DEX
                    ; DEC TIMER
      BNE KPADXX ; BRANCH IF NOT
      STA
                    ;STORE KEYCODE
            CH
            #TIMER1 ; RESET TIMER
      LDA
      STA
            KPADREP
            EXIT1
      BNE
KPADXX: STX
            KPADREP
; EXIT THIS VBLANK INTERRUPT
                    ; CHAIN TO DEFERRED VBLANK
EXIT: JMP
             0
             0 ; TEMP VARIABLE
TEMP: DB
KPADCOD: DB
             0 ; PRIOR KEYCODE
KPADREP: DB
             $30 ; AUTO-REPEAT TIMER
; IF NO $FF IN TRANSLATION TABLE, THE SECTIONS
; ENCLOSED WITHIN *** MAY BE DELETED
********
BRKPRS: DB 1 ; BREAK PRESS FLAG
; FUNCTION VECTOR TABLE
KPADFTB: DW
            KPADF1 ;F1 VECTOR
      DW
            KPADF2 ; F2 VECTOR
            KPADF3 ;F3 VECTOR
      DW
            KPADF4 ;F4 VECTOR
      DW
;GET FUNCTION VECTOR
KPADFUN: DEY
      LDA
            KPADFTB, Y
      STA
            KPADFV+1
      INY
      LDA
            KPADFTB, Y
      STA
            KPADFV+2
; CALL TO FUNCTION VECTOR
            0 ;CALL TO FUNCTION
KPADFV: JSR
      JMP
            EXIT
            BRKPRS
KPADF1: LDA
      BEQ
            KPADFR
             #0 ;BREAK PRESSED
      LDA
       STA
            BREAK
       STA
            BRKPRS
```

	LDA	#\$C0	;LOAD	DUMMY	KEYCODE
	STA	KPADCOD			
KPADFR:	RTS				
KPADF2:	LDA	#OPTION			
	STA	CONSOL			
	RTS				
KPADF3:	LDA	#SELECT			
	STA	CONSOL			
	RTS				
KPADF4:	LDA	#START			
	STA	CONSOL			
	RTS				

END COLDST